This Month:

General Meeting

Sat., July 15th 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., July 23th, 7:30pm

Pepino's, 9909 W. Appleton

Next Month:

Annual Picnic

Sat., Aug. 19th, 12:00 Noon

Location To Be Announced

Inside:

Michelle Gross

From The President

Greetings fellow members!

Now that I've had two full months of experience as your President, I think I can say I'm getting a feel for this position! Actually your Board and I have been quite busy working on many different things so without further ado, here's my report.

We feel that it has become necessary to establish a set of policies on procedures and events to treat all our members equal and fairly, as well as remaining consistent during changes of administrations. Therefore, your Board has approved the creation of a "book" of policies which, when passed by a 2/3 vote of the Executive Board, become the prevailing rules.

To date the two policies we have passed are a SwapFest Policy, and a Door Prize Policy. Rather than waste club monies by printing them in the newsletter, we have decided to have them on hand at all meetings, so those of you interested in the rules governing these events, please see our Secretary, Doug Raeburn at any meeting, or feel free to call him or myself between meetings. Any changes or additions to these policies will also require a 2/3 vote by your Executive Board.

I hope you have all noticed the Contest being run by Dennis Wilson, our ST PD Librarian, as reported in our last newsletter. I hope to see many entries so Dennis is kept busy and out of trouble for the next month or so. (Just kidding Dennis.)

Finally I am still looking for more volunteers for GEN CON '89. I wish to thank the members who have already stepped forward to work the Biggest Game Fair in the United States, and hope to see many more volunteers offer their services. Any member can help, no matter what computer experience you have. We will be running computer games and will need warm bodies to help the participants load programs, and answer basic questions about game programs, like how do I move my character.

I think you get the idea. It is a fun time, and a chance to get to meet people from literally all over the world, (or should I say universe?) In any event, give me a call and I'll get you signed up to work. Volunteers will get into the show free of charge, so you are welcome to come down and have some fun of your own as well.

I understand very well how the old computer is usually set aside during these warm summer months, but I hope you will all be able to make our next meeting. Lee will be demonstrating the Tweety Board and we hope to have some new SIGS lined up for you, so come join us!

- Michelle

MilAtari Ltd.

The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are $20.00 for individuals, $25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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July Meeting Sneak Preview

Due to circumstances beyond our control, Lee Musial was not able to demonstrate the Tweety Board at our June Meeting as I announced in last month's newsletter. However, Lee will have his computer, stereo receiver and speakers set up at this month's meeting and promises to give a demonstration of what this little contraption can and cannot do.

As of the writing of this article, we are still in need of volunteers to run an intermediate ST SIG, but I am hoping that we will have something lined up for you at the meeting.

See you all there!

John Wickstrom

Falcon

Falcon (F-16 Flight Simulator)
Mfg: Spectrum Holobyte
Suggested Retail: $34.95
Type: ST Flight Simulator
Overall Rating: A "Must Buy"
Graphics: Excellent

I was sitting in the cockpit of my F-16 just cruising back to my base after taking out my primary target, the enemy's communication center. All it took was a well-placed M65 missile and it was totally demolished. I checked over all my instruments in the cockpit and everything checked out okay...

Then I caught a glimpse of a blip on my radar screen. It was an enemy MiG on my tail, to get revenge for my attack. I turned around quickly to get rid of him. I came around to face him and saw the red nose of his plane coming straight at me. I switched to Sidewinder Missiles but then changed my mind and decided to take him out with my machine gun instead.

By now the MiG was just about in range so I locked my guns on to him and waited. As he came into range I fired three short bursts of lead and saw the puff of smoke from the back of his plane that told me I had registered a direct hit.

All of a sudden I heard the resounding ping of lead on metal, the MiG had hit me too. I quickly looked over to my damage control screen and saw that most systems, including engines were down, and that my engines were on fire. I decided I only had one choice...Eject.

I pulled the canopy release and hoped for the best. The canopy flew up and I followed as my parachute opened, and I began to drift down to Earth. I watched as my plane spiraled down to the ground in a ball of flames and smoke.....

That is an example of one mission in the excellent F-16 fighter simulation called Falcon by Spectrum Holobyte. The main view of the game is right from the cockpit of the F-16 and full instrumentation is used. The graphics are excellent with all color and excellent detailing. An example of this is that if you are pointed at the Sun, a glare is shown, and vision is impaired. The creators of the game made it very realistic and everything happens as it normally would in an F-16.

The first step is to register your name on the duty roster, then you pick your rank. There are five different ranks. They are: First Lieutenant, Captain, Major, Lieutenant Colonel, and Colonel. First Lieutenant is the easiest and Colonel is the hardest. At First Lieutenant there is no way you can die but at Colonel level the fighter is very realistic and there are many, many ways to die.

Then there is the mission selection screen and then you pick out the weapons you would like to use for your mission. The amount of weapons you can get is dependant upon the rank you selected. At First Lieutenant your ammo is unlimited, but at Colonel it is hard to get multiple weapons and other aids.

After the armament stage you go right to the runway for takeoff. You fire up the engines, roll down the runway, and takeoff. After you takeoff you fly to your primary target, which is determined by the mission you selected. It will either be ground targets or a certain number of MiGs. Then you can take out other targets or head back to base. After getting to your base you land, of course. The graphics during the flight stage are excellent and every detail is expressed, and the sound is very realistic.

The documentation for the game is also excellent. It describes every instrument on the plane and how to use each weapon system in detail. There is also a step-by-step fly-through of the first mission. There also sections in the docs for the expert flyer and how to use the advanced features of the game.

One other feature of the game is the dogfight option. In this option you connect two computers, either directly or by modem. The computers must be ST's, Amiga's, or Macintosh's. I never tried this option but I am sure it would be great.

I think this game is one of the best I have ever played. The selection of different missions is good, and then there are tons of other targets available that aren't included as missions. So, if you're into simulations or flying planes, this game is for you. If you're not, then go buy it anyway, and have some fun! See ya' in the skies!

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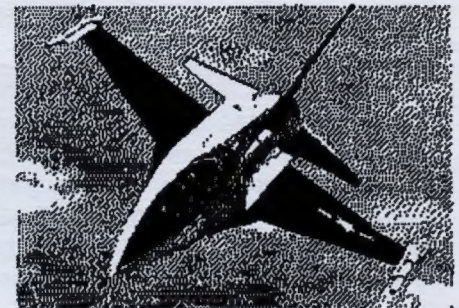
F-16 FIGHTING FALCON

POWERPLANT: ONE PRATT AND WHITNEY F-100 TURBOFAN DELIVERING 25,000 POUNDS OF THRUST

DIMENSIONS: WING SPAN WITH MISSILES 32 FT 10 IN
LENGTH 49 FT 5.9 IN
HEIGHT 16 FT 5.2 IN

WEIGHT: EMPTY 15,150 POUNDS
MAX 35,400 POUNDS

PERFORMANCE: MAX SPEED MACH 2+
SERVICE CEILING 60,000+

Joe Sliker

AIRBALL

AIRBALL
Mfg: Atari Corp.
Suggested Retail: $29.95
Type: 8-Bit Arcade Adventure
Overall Rating: Fun

You are an airball. Sorry, didn't mean to get personal there. It's just that for whatever reason, that is what some wizard has turned you into. In order to be restored to your natural self you must find a magical spellbook and other objects.

Airball, originally produced by MicroDeal Inc. for the ST is unique in that it is apparently the first game that has been ported "downward" from the ST for us 8-bitters. That earlier version was reviewed by Bob Carpenter in the March, '89 issue of this newsletter. Atari Corp. has released it's own version as one of the newest XE Game System cartridges (which will also work on the XL & XE computers).

This reveiw may be somewhat of a "scoop" for MilAtari in that I have yet to see this 8-bit version reviewed in any Atari 8-bit publications. It even took quite a while for Micro Magic (the only store around here that really supports us 8-bitters) to find someone from whom they could order Airball.

I'm really stepping out of character by attempting to review this game. In spite of the 8-bit Atari's reputation (& recent marketing) as a "game machine", I, for one, seldom have time to play games. My 130XE is usually too busy doing real work for me. Not being much of a gamer, I had (I should say, HAVE) my work cut out for me with Airball. Luckily, I have had the help of a wise and experienced gnome recently incarnated as my nephew, Michael.

Airball is an example of an arcade-type adventure game. That is, rather than being faced with a screen of text and the demand of typewritten/verbal responses, the adventure progresses by moving through one visually pictured situation to the next. The player is faced with the task of searching through a rather gloomy castle of about 150 interconnected rooms and passages for the required objects.

"One advantage of cartridge-based game software is clear with Airball; there is virtually no wait for graphics..."

That may not sound like much of a challenge until you realize that YOU ARE AN AIRBALL! You are a shimmering purplish-blue bubble (with a slow leak) that bounces and rolls from one room to the next. Those rooms are often filled with objects which are hazardous to an airball's health, such as spears, sandpapery floors and holes too deep to bounce out of. You start out by sitting on a pump, inflating (I'm sorry, I didn't invent the game, that's just the way it is). You must jump off before you overinflate. Otherwise, you'll pop and fly merrily around the room for the price of one "life" (you have only four per game). Extra pumps are placed at various points throughout the maze of rooms in case you run low on air, but it takes a good sense of direction and skill to get to one when you need it.

Most movements are made with the joystick (direction) and trigger button (bouncing). The player has a three dimensional view of only one room at a time: the room in which she/he is currently.

The arrangement of rooms is three-dimensional in that one must sometimes climb or descend stairs o. hop upwards to reach various exits. Although (as far as I can tell) all rooms are rendered in the same somewhat flat looking shades of yellow-gold, the three-dimensional nature of the airball's position is very well represented by the fact that it is sometimes partially or totally hidden by ojects which lie between the viewer and the airball.

On some levels, you enter rooms which are unlit, and then you can only see the airball itself and the faint red outline of the rooms and objects therein. Although I myself wish that the screens could be a bit more colorful, the room details and the animation of the airball itself seems quite good.

One advantage of cartridge-based game software is clear with Airball; there is virtually no wait for graphics data or other information to be loaded when one moves from one room to the next. As one goes from one room to the next one sometimes finds little treasures such as gold bars and gems. Moving into close enough proximity to these will allow you to collect them, which adds points to your score. The color of these trinkets are the same shades as the room itself, so they are sometimes hard to spot. If you leave a room too quickly before collecting them, they will have vanished the next time you enter the same room.

Aside from the trinkets, some rooms contain other sorts of objects which you must sometimes rearrange or collect, such as crates or candles. Sometimes the objects for which you are searching may be hidden behind other objects or the objects may be used to block sources of potential danger. Some objects are useful in other ways such as the candle which will illuminate the darkened rooms mentioned above. You are limited to picking up a single object at a time by pressing the OPTION key or spacebar and releasing these by the same keypress.

Bob Marsolek

8-Bit PD Update

MilAtari Ltd. 8-Bit Public Domain Library Disks can be purchased by our members at $2.50 per disk ($3.50 for non-members). These charges cover the cost of media and handling. We also sell blank disks at $4.50 for a package of ten. All proceeds from disk sales are put toward the cost of the Clubs activities.

MilAtari Ltd. supports the Shareware concept and strongly urges our members to send contributions to the authors of those programs designed as Shareware that they find useful. Only by our continued support can we expect these authors to keep on improving their programs and also writing new ones.

At this time I would like to thank our "Data Systems Development Engineer" Mr. Al Rienhart of UWM's Guild for Learing in Retirement, for his outstanding efforts in laying down the groundwork for the 8-Bit PD. Library's Data storage and catalog system. I sincerely hope he will be able to continue his work on this project. Also, I want to thank Mr. Joe Sliker for his contributions to the Library in the form of programs he has compiled and donated. Joe's help is greatly appreciated.

If anyone is interested in helping out their Library, we're always looking for new material to include on the Monthly Disks. Please contact me via phone or through the MilAtari BBS. Your help would be much welcome. We have four disks for the month of July.

DISK 223

Mach DOS   Mach DOS - Ver. 3.7 is an excellent disk operating system. Pull down menus and many utilities are just some of the many features in this system. Disk comes complete with Doc's.

DISK 224

COMNWLT   Common Wealth BBS. Put your computer to work, run a bulletin board. (Requires Basic XL) Files include a message formatter for the BBS, and a patch to allow for floppy drive.

TDSET   Time/Date set utility for users of Sparta Dos. Doc file included.

UAUDITER   Utility Bill Auditor. Doc file included.

GIF8BIT   View GIF pictures with your 8-Bit computer.

DISK 225

BOBTERM   Telecommunication program written by Bob Puff, Author of Super Arc and Diskcomm.

DISK 226

Giant Micro-Tales: "The Noisy Giant". Storybook with animated pictures. Great for the kids. Disk is in enhanced density, requires 1050 or XF551 disk drives.

Well that's the line-up for this month and don't forget the many fine programs, utilities, and games from months past. Come to the July meeting and look through our catalogs. You just may find what you've been needing. Support your 8-Bit Library, buy a disk or two. See you all at the General Meeting.

* * *

July SIGS

#1: ST Beginners SIG
Questions and answer for newcomers to the Atari ST Computer
Conducted by: Tom Bardenwerper

#2: "C" Language programing SIG
Featuring: Mark Williams "C"
Conducted by: Jeffry Davis

Special Interest Groups, or SIG's, are classes that are held in separate rooms after the main club meeting. The SIG's are conducted by members and feature a popular topic of interest that the SIG leader is experienced in. This is a place where other less experienced members can learn more about the covered topic, in a semi-formal classroom setting. Questions can be answered and programs are usually demonstrated, their, in the classroom, so you can see how a procedure is done.

These SIG's are free, and all members are welcome and encouraged to attend.

If there is a topic you would like covered, Please let the board of directors know, as we are always working to improve our club and help our members in every way we can.

Tom Bardenwerper
ST Vice President

See ya at the meeting!

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